

Khalil Kefi

Cell: 98-786-260

Web: <https://kefikhalil.github.io/MyResume/>

Email: kefikhalil001@gmail.com

I am a Software Engineer specialized in Unity 2D/3D and AR/VR Development, I am ambitious and driven. I thrive on challenge and constantly set goals for myself, so I have something to strive toward. I'm not comfortable with settling, and I'm always looking for an opportunity to do better and achieve greatness..

Education

Holbertonschool

Holberton School is a Computer Science school founded in Silicon Valley

Skills

Unity Skills

- Unity 3D / 2D 2 years experience with Unity 3D/2D Content Development. Strong 3D math skills. Strong C# object-oriented programming and scripting language skills. Experience working with game assets (meshes, animations, materials etc) Experience profiling and optimizing game and render performance (GPU and CPU).
- Unity AR Unity AR Content Development. Strong C# object-oriented programming and scripting language skills. Experience working with game assets (meshes, animations, materials etc) Experience profiling and optimizing apps and render performance (GPU and CPU).
- Unity VR Unity 3602 Content Development. Strong C# object-oriented programming and scripting language skills. Experience working with game assets (meshes, animations, materials etc) Experience profiling and optimizing games and render performance (GPU and CPU)

Programming languages

C#, Python, C, JavaScript, Html, Css, SQL, React.

Experience

Projects

- Yeoui Portfolio Project a 3D Survival game made entirely using Unity and C#
- VR Room a VR project made on Unity a game where you adventure deep in the VR world looking for clues to escape the Room
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- Galaxy shooter a 2D game an arcade shooting game like Galaga a classic

Hobbies

Playing Games, Sports, Traveling